IN THE CLAIMS:

1.   (currently amended) A game comprised of:

[a computing device with a display screen and a mouse device;]

a game software operative within a [the] computing device, the game software enabling display of a landscape with a plurality of features, wherein, the landscape is a visual simulated representation of elements from a group of space, earth, and fluid; and

the game software enabling display and movement of a hide character [and a seek character], wherein the hide character moves over the landscape and hides in the features, and [subsequently] only then enabling display and movement of a [the] seek character [moves] over the landscape to [and] seek[s] the hide character.

2.   (currently amended) The game of claim [as in] 1, wherein the hide character and the seek character are from a group of forms representing [either:] animal forms,[; or] human forms[;] or mythical creature forms.

3.   (currently amended) The game of claim [as in] 2, wherein the forms have an evolution scale representing hide and seek ability of speed of movement, memory and intelligence.

4.   (currently amended) The game of claim [as in] 1, wherein the hide character selects from a selection of landscape feature types.

5.   (currently amended) The game of claim [as in] 1, wherein the hide character deposits clues on the landscape for subsequent use of the seek character.

6.   (currently amended) The game of claim [as in] 1, wherein the seek character uses a search sensor to aid in seeking the hide character.

7.   (currently amended) The game of claim [as in] 1, wherein a scoring system is based on time used and distance traveled by the seek character in finding the hide character.

8.   (currently amended) The game of claim [as in] 1, wherein the landscape is in a central area, surrounded by a surrounding area, wherein the surrounding area has plurality of message spaces and the message spaces are used by a message function to select and display messages from a message database.

9.   (currently amended) The game of claim [as in] 1, wherein the game software enabling effects from a group of rain, fog, night, day, and clouds to obscure visibility on the landscape [is in a central area, surrounded by a surrounding area, wherein the surrounding area has game controls].

10.   (currently amended) The game of claim [as in] 1, wherein the landscape is a visual representation that is selected from a group that includes (i) world-wide-web network overlaid over a world map, (ii) civilizations and their artifacts overlaid over a world map, (iii) universe with features of galaxies, solar systems and planets, (iv) a body of fluid with features of microbes, cell organisms, virus bodies and anti-bodies, (v) a land with features of buildings, trees, water and caves, and (vi) an inside of a building with features of rooms, hallways, furniture, stairs, furnishings, and decorative artifacts.

11.   (currently amended) The game of claim [as in] 1[0], wherein the landscape is partitioned in a plurality of hierarchical dimensions, permitting the hide and seek character to move in a hierarchy of the landscape.

12.   (currently amended) The game of claim [as in] 1, wherein the game software enabling hide and seek characters that are geographically dispersed using separate computing devices connected [to a game server] on a [global] computer network.

13.   (currently amended) The game of claim [as in] 1, wherein players representing the hide and seek characters sign on to the game software by an identification means embedding age, gender and geographic location of the players.

14.   (currently amended) The game of claim [as in] 13, additionally comprising:
        a message function enabling entry, selection and display of [the] messages based on, the age, the gender and the geographic location of the players.

15.   (currently amended) A hide and seek game apparatus comprising:
        a setup function, enabling set up of a landscape of a visual simulated representation of elements from a group of space, earth and fluid;
        a hide function enabling movement and hiding of a hide character in the landscape; and
        a seek function, enabling movement and seeking by a seek character to seek the hide character in the landscape, the hide function being not operative when the seek function is operative.

16.   (currently amended) The game apparatus of claim [as in] 15, wherein the setup function further comprising a character function enabling the set up of identities of the hide and seek characters.

17.   (currently amended) The game apparatus of claim [as in] 15, wherein the setup function further comprising a landscape function enabling the set up of the landscape with a variable grid size representing levels of complexity.

18.   (currently amended) The game apparatus of claim [as in] 15, wherein the landscape is in a central area, surrounded by a surrounding area, whereby the surrounding area is used for placing hide and seek game controls and as a message space.

19.   (currently amended) The <u>game apparatus of</u> claim [as in] 15, wherein, the hide function further comprising a clue function enabling deposit of clues by the hide character on to the landscape.

20.   (currently amended) The <u>game apparatus of</u> claim [as in] 15, wherein the seek function further comprising a sub-function enabling the seek character use of a search sensor aiding the seeking of the hide character in the landscape.

21.   (currently amended) A hide and seek game on a global computer network comprised of:

        [a~~ computing device with a display screen, a web-browser and a mouse;~~]

        a server on the global computer network hosting a hide and seek game software;

        the game software sending and receiving program and data files to [the] <u>a</u> <u>plurality of</u> computing device<u>s</u> for enabling display of a hide character, a seek character, <u>and</u> a landscape, <u>with</u> a plurality of features [on], <u>wherein the</u> landscape <u>is a</u> <u>visual simulated representation of elements from a group of space, earth and fluid;</u>

        <u>the program and data files</u> [~~wherein the game software~~] enabling the hide character to move over the landscape and hide in the features, [~~subsequently~~] <u>and only</u> <u>then</u> enabling the seek character to move over the landscape and seek the hide character; and

        the server enabling the <u>plurality of computing devices</u> [~~seek and the hide~~ ~~characters~~] to communicate with each other.

22.   (currently amended) The <u>game of</u> claim [as in] 21, wherein the game software further comprising a message function and a message database, wherein the message function selecting a plurality of messages from the database on a predetermined criterion and sending to the computing device for display around the landscape.

23.   (currently amended) The <u>game of</u> claim [as in] 22, wherein the message database further comprising a web interface enabling entry of messages in the message database.

24.   (currently amended) The <u>game of</u> claim [as in] 23, wherein the web interface enabling entry of messages based on age, gender, and geographic region of players representing hide and seek characters.

25.   (currently amended) A method of message delivery to a player, while playing a game, comprising the steps of:

    <u>enabling a game server hosting a game signing on players by a player identification means embedding a sequence from a group of player attributes of age, birthday month, geographic location, and gender;</u>

    <u>receiving</u> [entry of] messages into a database with a plurality of attributes;

    <u>receiving</u> [entry of] players <u>identifications</u> into the database [with a plurality of attributes];

    selecting those messages <u>from the database</u> that satisfy a player's attribute and displaying these <u>selected</u> messages to the player <u>while playing the game</u>.

26.   (currently amended) The <u>method of</u> claim [as in] 25, wherein the message attribute is a game mode, <u>further comprising the step of:</u> [;] selecting those messages that satisfy the game mode and displaying those messages to the game player while playing the game in that game mode.

27.   (currently amended) The <u>method of</u> claim [as in] 25, <u>further comprising the step of: entering messages with a message attribute,</u> where the message attribute is a message type such as community message, event message, personal message or commercial message.

28.   (currently amended) The method of claim [as in] 25, further comprising the step of: entering messages with a message attribute, where the message attribute is age of players.

29.   (currently amended) The method of claim [as in] 25, further comprising the step of: entering messages with a message attribute, where the message attribute is gender of players.

30.   (currently amended) The method of claim [as in] 25, further comprising the step of: entering messages with a message attribute, where the message attribute is geographic location of players.

31.   (currently amended) The method of claim [as in] 25, further comprising the step of: entering messages with a message attribute, where the message attribute is a combination of precise data and a wild card to represent a class of players, based on their age, their gender and their geographic location.

32.   (currently amended) The method of claim [as in] 25, further comprising the step of: entering messages with a message attribute, where the message attribute is time of day, season, or an event in progress.

33.   (currently amended) The method of claim [as in] 25, further comprising the step of: entering player identification with a player attribute, wherein the player attribute is age.

34.   (currently amended) The method of claim [as in] 25, further comprising the step of: entering player identification with a player attribute, wherein the player attribute is gender.

35. (currently amended) The _method of_ claim [as in] 25, _further comprising the step of: entering player identification with a player attribute,_ wherein the player attribute is geographic location.

36. (currently amended) The _method of_ claim [as in] 25, _further comprising the step of: entering player identification with player attributes,_ where the player attributes are a combination of year-of -birth, month-of-birth, gender, and zip code.

37. (currently amended) The _method of_ claim [as in] 36, _further comprising the step of: entering player identification with a player attribute,_ where the player attribute includes player's name initials.

38. (currently amended) The _method of_ claim [as in] 25, further comprising the steps of: _entering_ [entry of] messages in the database with message attributes for each message that are independent of player attributes and are from a group including time of day, season and an event.

39. (currently amended) The _method of_ claim [as in] 25, _further_ comprising the step of: _entering_ [entry of] a message into the database with message attributes for each message that are from a group including player age, player gender, and player geographic location.

40. (currently amended) The _method of_ claim [as in] 25, _further_ comprising the step of: _entering_ [entry of] player[s] _identification_ into the database with player attributes for each player that are from a group including player age, player gender, and player geographic location.

41. (newly added) The method of claim 25, the step of receiving messages further comprising the steps of:

receiving messages via a global computer network;

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identifying message source to keep an account of messages from a message sender.

42.   (newly added) The method of claim 41, further comprising the step of:

billing a fee to the message sender.

43.   (newly added) A method of displaying messages during a game comprising the steps of:
enabling a game server hosting a game signing on players by a player identification means embedding player attributes;
requiring, by the identification means, a sequence from a group of player attributes of age, birthday month, geographic location, and gender.

44.   (newly added) The method as in claim 41, further comprising the step of: using the player identification means to select and display messages from a database of messages.